BATTLETECH™

Playtest Package #4

CATALYST game labs™

Missions Rules v1.03

INTRODUCTION

Thanks to a rich in-universe history spanning more than 1,000 years, *BattleTech* has traditionally succeeded at delving into that history to create flavorful, lore-accurate missions and larger campaigns. The earliest supplements were unit-based scenario packs such as *The Fox's Teeth*, *The Gray Death Legion*, and *Rolling Thunder*, which offered background and missions drawn from a unit's combat record. Early efforts from the 1980s like *The Galtor Campaign* and *The Fourth Succession War Military Atlas* duology lavishly detailed much larger conflicts, providing the tools (albeit rudimentary) to run multi-regiment historical campaigns.

However, *BattleTech* was born first and foremost as a game. It grew to prominence on the strength of the value contained in that iconic Second Edition box set: the universal tactical maps, the generic counters, and the deep, rewarding rules for everyday small-scale combat between 'Mechs. There was in-universe history—intriguing, if thinly sketched among the sidebars—but the focus was on players grabbing their record sheets and bashing each other to bits in an afternoon, with only token nods to faction, era, and wider recordkeeping or lore continuity.

As the game grew and evolved, it increasingly supported more elaborate forms of play, rather than expanding on that bread-and-butter beginning. Perhaps figuring that anyone could just throw a few 'Mechs down on some mapsheets and fight an isolated skirmish, support for game structure mostly came in the form of historical missions. You were given a set place and time, with set 'Mechs, belonging to a set faction, fighting as part of a set conflict. Some of these missions were quite entertaining, even if sometimes hopelessly stacked against one side or the other in interests of historical fidelity, but they all came freighted with the increasingly hefty weight of the *BattleTech* universe. For established players, this focus on "historical re-enactment" was a feature rather than a bug. But for new players this sort of product did little to help them understand what constituted a standard game of *BattleTech*.

Over the years, the biggest question I've seen asked by new players has been "how do I play?" To some it might seem an odd question. But between the current, rather large core rulebook line, the dozens of sourcebooks past and present, the 100-plus novels, and the general weight of forty years of franchise history, new players often feel like they're drinking from the fire hose. Beyond that, *BattleTech* is a unique game in many ways, but one unfortunate way is what its basic rulebook *doesn't* tell you to do. There are no mandated units or force structure, no tightly proscribed lists of factions each created to present a specific style of gameplay, no required ways to play. It has a balancing system—Battle Value—but this doesn't even appear in the main rulebooks, instead being tucked away with the construction rules book. All this is very freeing for some players, but at the same time can be intimidating for others. Players coming from other games looking for the usual signposts to getting started often find themselves a bit baffled. Separate starter books have been created, but being divorced from the core rulebook, where that kind of guidance is best located, they've tended to be unsuccessful even if well put together (1996's *First Strike*, in particular, was a solid effort along these lines). *Total Warfare* has a small scenario creation section, with six missions, but it could use a lot more, both in terms of depth and of guidance. Quite often, the generic missions devolve to yet another straightforward fight to the death.

The proposed Missions chapter for the new core rulebook, when paired with the accompanying Battlefield chapter of environmental rules (excerpts of which are included in this playtest packet), is an attempt to create a generic, easy to understand gameplay structure to facilitate a "standard" game of casual, non-competitive *BattleTech*. The next logical step after the material provided in the introductory box sets, the Missions material is neutral in terms of faction, era, and place. It aims to provide both a standardized set of missions—called "Standard Missions"—that can be quickly set up and run without any significant degree of lore knowledge, and the building blocks to eventually make your own such missions, working with the Battle Value system to help ensure balance. We recognize that, for some, the game has thrived on its openness, even if that can be a barrier to entry for others. But by providing a guide for standard play, we hope to stop players from wandering about looking for the information they need (and perhaps from wandering away from the game entirely). Even for experienced players, sometimes it can be fun to set aside the lore for the moment and get back to the game's roots, sitting down for a quick match of "let's you and me fight" with no ramifications beyond the day's throwing of the dice. This chapter in no way indicates a change in the game's direction, either toward mandated styles of play or an abandonment of campaign-oriented products (the *Hot Spots* line has more volumes on the way, for example). It just seeks to give players material covering an area too often neglected.

When creating a universal, standardized structure, the loss of some degree of flexibility is inevitable. The Standard Missions are specifically limited in terms of the degrees of Battle Value used, number of maps allowed, how those maps must be laid out, and so on. This isn't out of any desire to make all missions follow this format. Rather, a structure needs boundaries and common frames of reference. For example, it's very difficult to mandate the proper deployment zones and appropriate turn lengths for a mission if the playing area can be any size and its maps assembled any which way. Experienced players will be able to alter the Standard Missions to better meet their needs, and are encouraged to do so, or make their own from scratch. I'll be looking at reports to see if there's ways to improve the general structure laid out here without losing it altogether.

Making basic missions that are at once balanced and entertaining, while also having a fair amount of replayability, is harder than it seems. The need to work with most any fixed hex map, all containing preset hexes rather than an empty battlefield able to be filled with terrain as desired, also complicates things. I readily confess that these missions will likely need work, at least in their current forms: I expect several of them to be broken over the knees of players in short order. That's what playtesting is for. The goal is for a series of missions that are reasonably quick and easy to get going with, and fun to play. Hopefully, given enough games and feedback, we can arrive at that. Your playtesting reports are eagerly awaited.

I'd like to add a special shoutout to Edward McEneely, Rawbert and his excellent *Instant Action* ruleset, the secret Urban Warfare cabal, and the core book review teams, for solid feedback in a short timeline.

P.S.—You'll note a BV costing change to C^3 in the force-building section, one that differs from the earlier change provided in Packet 3. This is a deliberate difference, a change made in light of the playtest feedback that has come in so far. Hopefully it addresses the feeling people have had that the smallest networks were unduly penalized in terms of cost, but if it needs to be adjusted further, that can happen.

WHERE YOU COME IN

While there are dozens of changes large and (mostly) small planned, I'm very aware of how important playtesting is. The teams assigned to hash out acceptable changes spent weeks arguing over the changes that were ultimately approved, trying to come at them from every angle. Then we began playtesting these ourselves, gaming with them to make sure they work out not just on paper but in play. Two changes that survived the long argumentation process fell apart once they hit the table, and have been cut. But it's impossible to get the depth and breadth of experience required with just a handful of groups and games.

As such, we've decided to open the floor to a select amount of public playtesting commentary. We plan to create five rules packages, each containing a few changes we think need the most scrutiny. Most will operate on six-week feedback windows: a package will come out, we'll collect feedback on it for six weeks, close that playtest, and then release the next rules package for review. Collectively, these packages won't contain all our intended changes—just the ones we want extra eyes on. To give you an example (and a freebie peek), the existing rule that each standing attempt generates 1 heat is being deleted, but you won't see that in any playtest package because we don't feel that it needs additional testing.

FAQ

Is this a new edition? No. The upcoming new core book fits solidly into the pattern that every such *BattleTech* release has previously. That is, there will be a bunch of small rules changes, a handful of major ones, and broad compatibility maintained all the way back to the Second Edition box set. There are no sudden faction or lore revamps being imposed, or any game scale changes. The primary focus is on errata correction, wording cleanups, and organizational and layout improvements: we want to bring together those twelve printings worth of errata fixes, and all the clean-ups the *BattleMech Manual* debuted, to everyone. This will be the game's official new core rulebook, and while we think it will be worth your time and money, you're not required to buy it to keep up with the game.

Will record sheets change? We've identified about 30 sheets that will change, due to one obscure piece of tech that is getting a bit of an update. Otherwise, no. The visual design of the sheets might change in a stylistic sense, just as it did in *Total Warfare*, but their rules elements remain as they are. Just like with every other *BattleTech* core rulebook, you'll still be able to use your record sheets from 1985 as you always have.

When is the new core rulebook launching? We're shooting for a late summer 2026 release. We'll update you when we have a better sense of launch times. Until you hear it directly from us, any date is so much vaporware.

What about the rest of the rulebooks? We're planning to revamp the other rulebooks to better consolidate information, and to give them the same set of layout, organization, rules, and clarity refreshes that the core rulebook is receiving, but we're not ready to go into detail beyond that including the exact lineup and contents of those expansion rulebooks. As we make further progress on that project, we'll be sure to update you.

Will there be more information made available before the core rulebook's release? Yes. Keep an eye on Catalyst Game Labs' social media platforms for further updates and insights into the design process.

How do I contribute? This set of playtests is your opportunity. We'll be collecting formal reports on the playtests and offering space for discussion at https://battletech.com/playtest-battletech.

—Keith "Xotl" Hann
Associate Developer, Play Design
Lead Developer, "New Total Warfare" Project

PLAYTEST PACKAGE #4

A mission is simply a single game of *BattleTech*. This chapter provides two things: 1) a set of standardized building blocks one can use to create missions, and 2) a set of preconstructed, generic missions built using some of these blocks, known as Standard Missions.

The Standard Missions that have been constructed out of the building blocks provided in this chapter are by necessity restrictive, because missions—both the ones players create and the ones included here—need boundaries to function. Players may find their own ways to create and play out missions, but these rules are intended as a starting point for anyone to play a basic game of *BattleTech*.

Campaign Play: By default, a mission has no wider campaign ramifications. That is, each mission ends and the next begins with no effect on the other (e.g., damage doesn't carry over from one game to another). However, multiple missions can be easily stitched together into a campaign framework. Official support for such frameworks is outside the scope of this book and are dealt with in other books, such as the *Hot Spots* series.

USING THIS CHAPTER

At first glance, the order of material in this chapter might seem confusing, since it begins with the Standard Missions without telling you anything about the rules or terminology they use. The intent is that the first-time reader should move from this introduction straight to *Terminology* on page 6, and read the chapter onwards as normal from there. Only after reading all of the above should that player then come back and read the *Standard Missions* section, below.

However, the most common information a player will need to reference in this chapter over time, once they understand all its rules, are the Standard Missions. As such, we've put them at the very start of the chapter, for easy reference.

STANDARD MISSIONS

The following twelve missions are designed to be relatively quick and easy to use, so that players can quickly get a game organized and underway.

STANDARD MISSION TABLE

1st 1D6	2nd 1D6	Mission
1–3	1	Ambush
	2	Annihilation
	3	Control the Field
	4	Dominate
	5	Extraction
	6	Focal Point
4–6	1	General Melee
	2	Hold the Line
	3	Objective Raid
	4	Sensor Check
	5	Steel Rain
	6	Urban Sweep

SETTING UP A MISSION

1. **Options:** Determine the optional rules in effect, including ground Assets and air Assets.
2. **Scale:** Agree on the mission's Scale (see p. 6).
3. **Force-Building:** Spend the Battle Value allotted by the chosen Scale on force members, skill upgrades, and any other related purchases (including spending BV on Assets, at the standard 20 BV to 1 BSP ratio, if those rules are in use).
4. **Mission:** After all forces are constructed, consult the Standard Mission Table. One side rolls 1D6 to determine which batch of six missions will be played (1st 1D6). The other side rolls 1D6 to determine which specific mission of those six will be played (2nd 1D6).
5. **Maps:** Roll off to see which side gets to pick the map or maps used for the game. Follow the rules given under *Laying Out Mapsheets* (see p. 9) to set up the battlefield correctly.
6. **Complications:** Roll on the Complications Table (see p. 4) to determine the Complication(s) in use for the mission, following any guidelines given in the mission setup as to which can be used.
7. **Standard Setup:** For missions whose setup is listed as "Standard," follow the rules given under *Mission Setup* on page 4.
8. **Other Setup:** For missions with non-standard setups, follow the rules given in the Setup section of the mission to determine home edges, as well as any Attacker or Defender statuses, how to deploy, and other setup requirements such as objective tokens, building placement, etc.

COMPLICATIONS

Complications are random elements that can be added to any mission, so that each time a mission is played it is somewhat different. If a mission calls for a complication, a player rolls once on the following table and applies that complication to the mission.

Option: In addition to any mission requirements or randomly rolled complications, any Standard Mission can operate under *Forced Withdrawal* rules (see p. 13) with the agreement of all players.

COMPLICATIONS TABLE

1D6 Roll	Complication
1	Battlefield Conditions (see p. 11)
2	Edge (see p. 12)
3	Edge: Commanders (see p. 12)
4	Fog of War (see p. 12)
5	Knife-Fight (see p. 14)
6	Random Duration (see p. 15)

MISSION SETUP

All Standard Missions require both sides to roll off to see which side selects and sets up the map(s).

If the mission setup is listed as "Standard," the side that did not choose the map(s) gets to choose their home edge first following map setup. Players then roll Initiative (see p. **XX**) and move onto the battlefield as normal (see *Moving Onboard*, p. 9) to begin play.

If not, follow the specific setup rules for that mission.

Prohibited / Inaccessible Terrain: Two of the missions below require placement in Hex 1509. If there are difficulties placing the objective in that hex, reference the guidelines concerning objective placement and terrain of this type on page 14.

AMBUSH

Intel assures you that the way is clear.

Complications: One roll; reroll a result of Random Duration.

The Attacker automatically wins Initiative on the first 2 turns.

Duration: Unlimited.

Setup: Roll off to choose maps as normal. The losing player then chooses their home edge, and is the Defender, deploying via that edge normally.

The other player (the one that chose the maps) is the Attacker. The Attacker must divide their force members into two even groups (if the two groups would be uneven, the Attacker chooses which side to place their one excess force member).

The Attacker does not use the standard remaining long edge as their home edge, but instead uses both short edges as home edges, deploying one of their groups per side edge. Alternatively, the Attacker can also deploy one of their groups via either the *Hidden Forces* (see p. 13) or, if that group is solely made up of 'Mechs, the *Combat Drop* rules (see p. 11). Only one of these two special rules can be chosen.

Objective Tokens: None.

Victory Conditions: The last side with a non-crippled force member left is the victor.

ANNIHILATION

Each side is determined to fight to the last.

Complications: One roll; reroll a result of Random Duration. Then roll 1D6 again: on a 4+ apply an additional complication (reroll a duplicate or Random Duration; a mission cannot have both types of Edge).

Duration: Unlimited.

Setup: Standard.

Objective Tokens: None.

Victory Conditions: The last side with a non-crippled force member left is the victor.

CONTROL THE FIELD

Seizure of as much of the battlefield as possible is the key.

Complications: One roll.

Duration: 8 turns (unless Random Duration is in effect).

Setup: Standard.

Objective Tokens: Before play begins, each side places two objective tokens. The first must be placed in hexrows 06 to 10, and the second must be placed in hexrows 22 to 26 (or hexrows 06 to 10 on the second mapsheet, if the battlefield is constructed from two mapsheets). All tokens must be placed five hexes in from the placing side's home edge (e.g. 0605 on one side, and 0612 on the other side) Place tokens one at a time, alternating sides with each token, starting with the player that chose the maps.

As the objectives are abstract points on the battlefield rather than items of some sort, do not use objective variants.

Roll once to determine the control radius (see p. 14) for all tokens: 1–2 = 0 hexes, 3–5 = 1 hex, 6 = 2 hexes.

Victory Conditions: If a side controls any one friendly and also any one enemy objective token, it gains 1 Victory Point in the End Phase of that turn. This is cumulative, up to 2 VP per turn for control of all four tokens.

DOMINATE

Each side seeks to smash through the enemy lines to reach the vulnerable logistic areas beyond.

Complications: One roll; reroll a result of Random Duration.

Duration: 8 turns.

Setup: Standard.

Objective Tokens: None.

Victory Conditions: Unit Victory Points (see p. 10). In addition, if a force member moves or is moved off their opponent's home edge (not their own) on Turn 6 or later, remove that force member from the game. Its controller scores its Unit Victory Point value.

EXTRACTION

A smaller force must be rescued before it is crushed.

Complications: One roll.

Duration: 8 turns (unless Random Duration is in effect).

Setup: The side that chooses their home edge is always the Defender. The other player is always the Attacker.

The Defender must divide their force members into two even groups (if the two groups would be uneven, the Defender chooses which group to place their one excess force member). The Attacker chooses one of these halves. The Defender places the chosen half in any legal hexes within two hexes of Hex 1509 (with two separate

mapsheets, use the instance of 1509 on the left mapsheet). Each force member can only be placed in a hex/level it can legally enter from a hex on the battlefield using its available movement modes and MP. If the Defender has more units available than there are hexes to deploy in, the Defender can use adjacent hexes after filling their initial deployment area.

The remainder of the Defender's force moves onto the board from the Defender's home edge on Turn 1 as normal. For the Defender, the *Knife-Fight* complication only affects the deployment of the half of the force deploying from their home edge.

The Attacker deploys as normal. If using Battlefield Support, the Attacker cannot place pre-plotted hexes, emplacements, or minefields within two hexes of Hex 1509. If the Attacker has Emplacements, these cannot be deployed, but are automatically converted into Unit VPs for the Attacker.

Objective Tokens: None.

Victory Conditions: Unit Victory Points (see p. 10).

FOCAL POINT

The battlefield has a central position that must be seized.

Complications: One roll.

Duration: 8 turns (unless Random Duration is in effect).

Setup: Standard.

Objective Tokens: Before play begins, place one objective token on Hex 1509 (with two separate mapsheets, use the instance of 1509 on the left mapsheet).

As the objective is a point on the battlefield rather than an item of some sort, do not use objective variants.

The control radius (see p. 14) of this token is 2 hexes.

Victory Conditions: The token's controller receives 3 Victory Points in the End Phase of a turn.

GENERAL MELEE

We now join the battle, already in progress.

Complications: Fog of War (see p. 12) is in use, with the Thicker Fog variant. Then roll 1D6 to see which additional complication is in use: 1-2 = Battlefield Conditions (see p. 11); 3–4 = Edge (see p. 12), 5–6 = Edge: Commanders (see p. 12).

Duration: 8 turns.

Setup: Forces do not move onto the board. Instead, before play begins each player alternates placing Fog of War counters, following the rules for movement selections (roll Initiative, etc). Each counter must be placed a minimum of 6 hexes and a maximum of 7 hexes from their home edge (i.e. the -07 and -08 hexrows on one side, and the -11 and -12 hexrows on the other). Once all Fog of War counters have been replaced and revealed, the first turn begins as normal with the roll for Initiative.

Objective Tokens: None.

Victory Conditions: Unit Victory Points (see p. 10).

HOLD THE LINE

The defender must hold their general position against an enemy onslaught.

Complications: One roll.

Duration: 8 turns (unless Random Duration is in effect).

Setup: Standard; however, after each side has determined their home edge, roll off to see which side is the Defender.

Objective Tokens: Before play begins, the Defender places one objective token exactly seven hexes in from their home edge (e.g. 0107, 0114). The Attacker then places one token from seven to ten hexes from the Defender's home edge. Lastly, the Defender places one final token, following the same rules as their first token. Each token must be from 8–12 hexes away from any other token.

As the objectives are points on the battlefield rather than items of some sort, do not use objective variants.

Roll once to determine the control radius (see p. 14) of all tokens: 1–2 = 0 hexes, 3–5 = 1 hex, 6 = 2 hexes.

Victory Conditions: If a side controls two of the three objective tokens at the game's end, they win. If neither side controls two objective tokens at the game's end, the game is a draw.

OBJECTIVE RAID

Your warbook doesn't have an entry describing what a "MacGuffin" is, but your orders to retrieve it are clear.

Complications: One roll.

Duration: 8 turns (unless Random Duration is in effect).

Setup: Standard.

Objective Tokens: Before play begins, one side rolls 1D6+6 (i.e. a range of 7–12). This is the number of objective tokens placed on the board. Sides alternate placing one of these at a time, starting with the player that chose their home edge first. Each token can be placed anywhere that is seven or more hexes from that side's home edge, and at a minimum of three hexes from any other token.

Roll once to determine the control radius (see p. 14) of all tokens: 1–3 = 0 hexes, 4–6 = 1 hex.

All objectives are Potential Objectives (see p. 15). In addition, a player rolls 1D6 to determine what other objective variants apply to all tokens in play: 1–3 = Fragile, 4–5 = Mobile, 6 = both Fragile and Mobile.

Victory Conditions: Each player gains one Victory Point for each objective they control at the end of each turn.

SENSOR CHECK

Both sides are seeking fresh sensor readouts to counter the enemy's deployment of new units and fire control systems.

Complications: One roll.

Duration: 8 turns (unless Random Duration is in effect).

Setup: Standard.

Objective Tokens: None.

Victory Conditions: In this mission, enemy force members can be scanned (see *Scanning*, p. 15). Keep track of the number of targets that a given force member has scanned.

If a force member has scanned at least one enemy, that force member can leave the board via its home edge. If it does, its controlling side receives 1 Victory Point for each enemy that it scanned. Multiple force members can scan the same enemy force member and all of them generate their own VPs for this. A target cannot be scanned if it is shut down.

'Mechs that have an active stealth system (see p. **XX**) are worth an extra 1 VP if scanned.

STEEL RAIN

An attacker's profitable looting operation is rudely interrupted by reinforcements from an unexpected direction.

Complications: One roll.

Duration: 8 turns (unless Random Duration is in effect).

Setup: Determine maps as normal. Then roll off to see which side is the Attacker.

The Attacker uses standard deployment. All of the Defender's 'Mechs will deploy using the *Combat Drop* rules (see p. 11): half on Turn 1 (round up), and half on Turn 2. All of the Defender's Assets deploy as normal along their home edge on Turn 1.

The Defender places the mission objective tokens (see below).

Lastly, the Attacker selects their home edge.

Objective Tokens: The Defender places five Mobile Objective tokens (see p. 15) with a control radius of 0. Each must be at least 5 hexes from any other objective, and at least 5 hexes from any home edge.

Victory Conditions: The Attacker is permitted to move offboard in this mission, using the edge opposite to the Defender's home edge. Any objectives carried off the map by the Attacker count as controlled by them for the rest of the game, accruing Victory Points each turn.

Starting on Turn 3, at the end of each turn the Attacker gains 1 VP for each objective they control, and the Defender gains 1 VP for each objective they control and 1 VP for each objective neither player controls.

Starting on Turn 8, the Attacker instead gains 2 VP for each objective they control.

URBAN SWEEP

Somewhere in this dump is the intel everyone wants.

Complications: One roll.

Duration: 8 turns (unless Random Duration is in effect).

Setup: Roll off to see which side determines the mapsheets to use. If the mapsheets selected do not have at least six buildings (more is better), at least six building tokens must be available.

The mission uses six objective tokens. The player that did not select the mapsheets places the first token, and objective token placement alternates one at a time (see below).

Roll off to see who chooses their home edge first.

Objective Tokens: Before choosing home edges, six objective tokens are placed, each in a separate building hex at least four hexes from any home edge (if there are no such buildings on the map, a building token is placed at the same time in the same hex as the objective token). Each token is inside its building at its ground level, not on its roof.

Victory Conditions: Each side can scan objective tokens as normal (see *Scanning*, p. 15), so long as the building the token is in has not collapsed.

For each successful scan, that player rolls 1D6: on a result of a 4+, that scan has uncovered mission-critical intel worth 2 Victory Points (this result can be rerolled using Edge). Multiple scans by separate force members can be made of the same objective in the same End Phase, including scans by both sides, and the VP from this can be claimed multiple times in the same End Phase and by multiple sides. However, once a token has been revealed to have mission-critical intel, that token is removed from play at the start of the next turn.

If a building collapses onto an objective, the token in that building is removed and the side that triggered the collapse (regardless of who did what damage prior to that point) loses 2 VP. This can result in a player having negative VP.

TERMINOLOGY

The *battlefield* is the total play area for a mission, regardless of mapsheet numbers and arrangements.

Throughout this book, the battlefield is referred to in terms of maps and mapsheets. A *mapsheet* as referenced in this chapter is a unit of size: specifically, a single 22" high × 18" wide, 17- × 15-hex *BattleTech* mapsheet. A map is a single *BattleTech* playing map: as they are sold in different sizes, a map can either be one mapsheet wide or two mapsheets wide (there are also the 72" x 48" *BFM* maps, containing the equivalent of eight mapsheets, but they are not considered in this chapter).

A *force* is the collective term for all units and/or Assets belonging to one side in the game.

A *home edge* is the edge of the battlefield that a force enters from. In a mission with retreat rules, a player's units and ground Assets must exit from their home edge to safely retreat off the map. However, some missions alter these defaults. See *Mission Deployment* on page 9 for details.

Units vs. Assets: Any reference to units in this chapter does not include Assets, unless specified otherwise. Collective references to both units and Assets use the term *force member*.

SCALE

For the purposes of this chapter, the Scale system is used. This is a simple shorthand for the game's size and scope.

For Standard Missions, Scale 1 is 2,000 Battle Value (BV) per side. Each additional point of Scale adds another 2,000 BV (e.g., Scale 3 is 4,000 BV per side). Any Scale all players can agree on is acceptable.

What this BV is spent on is up to each player and the rules in effect for the mission (which sometimes require or prohibit BV expenditure on certain things). However, the mission allowance includes all pilot skill modifications, Assets (at the standard 1 BSP = 20 BV ratio), and other 'Mech modifications and non-'Mech elements, and cannot be exceeded—even by "just one or two points."

Alternate Scales: Campaigns might feature Scales that use different amounts of BV for each side, or incorporate alternate elements per Scale point. Always follow the Scale given for the mission/campaign structure in question.

Recommended Game Size: A mission in the Scale 2 to 4 range (6,000 to 8,000 BV per side) is something that players can reasonably expect to wrap up in a single session while still providing a decent amount of variety. Too high a Scale on two mapsheets starts to reduce the tactical flexibility available to players, since the battlefield would be increasingly filled with enemies and there would be nowhere a force member could move that would block line of sight or allow for flanking maneuvers.

4,000 BV (Scale 2), or 6,000 BV with 3/4 MechWarriors (Scale 3), both work well for small games that do not utilize advanced technology (i.e. "introtech" or "3025" games).

6,000 BV (Scale 3) or 8,000 BV (Scale 4) both work well for small games using units from other technology levels, as the advanced gear fielded by more advanced 'Mechs increases the average BV of each.

THE BATTLETECH MASTER UNIT LIST (MUL)

The BattleTech Master Unit List (MUL) at **www.MasterUnitList.info** is an online tool for use with *BattleTech* and *Alpha Strike* games.

This ever-growing (and free to use) database of official unit specs provides players with the means to build setting-accurate Forces by identifying the 'Mechs, vehicles, fighters, and infantry elements covered by the last forty years of *Technical Readout* sourcebooks and other publications.

Players can browse unit types by clicking "Units" and entering information into the various filter tabs. These filters include:

- Basic data (such as desired unit weight ranges, *BattleTech* Battle Values, years of in-universe introduction, costs in C-bills—the dominant unit of currency used in the *BattleTech* setting—and even *Alpha Strike* special ability codes);
- Technology bases (Inner Sphere, Clan, Mixed, and Primitive);
- *BattleTech* Rules levels (introductory, standard, advanced, and experimental);
- Unit Types (e.g. BattleMech, ProtoMech, Combat Vehicle, and so forth);
- Source (the most comprehensive and available source in which the unit appears, and the current *BattleTech* Record Sheet product for the unit);
- Factions (Clan Jade Falcon, Federated Suns, Draconis Combine, and more); Unit Sub-Types (such as VTOLs and OmniMechs);
- Production and Availability Eras (from the Age of War to the present ilClan era). Production Era filters the units to only those first produced in the Era. Availability Era filters the unit to only show units with at least one faction availability listed for that Era.

The list of units returned via these filters provides names and variants/configurations of each unit, its tonnage (mass), Battle Value, cost (in C-bills), the title of the primary sourcebook in which the unit is described, the unit's rules level, the era in which the unit came into general use, and the unit's intro year (the specific in-universe point in which the selected unit debuted). By clicking on the names of a listed unit, the user can then view more stats for it and images courtesy of CamoSpecs Online.

Armed with this tool, players can access the broadest possible selection of playable *BattleTech* units, and begin building custom armies suitable for any desired period or faction in the official *BattleTech* canon.

Recommended Unit Numbers: There is no required number of units to a game of *BattleTech*. The game isn't designed for games with just one 'Mech facing another 'Mech and suffers tactically in such an environment. At the same time, too many units per side can lead to slow games as a player tries to juggle everything. A common number is two to four 'Mechs per side: most any player should be able to manage these numbers after only a brief experience with the game.

Some players like to field numbers equivalent to in-universe formations: four 'Mechs for Inner Sphere forces (known as a lance) and five 'Mechs for Clan forces (known as a Star) are the most common values. However, this is not mandated.

Ultimately, the game does not slow down as much through Scale as it does high unit numbers, so pay more attention to this factor than the BV available per side, if speed and ease of play are your concerns.

CONSTRUCTING A FORCE

The BV paid for units is adjusted to reflect the effectiveness of various additional elements applied to them. (This does not apply to Assets.) Apply these modifiers in the order listed. At the end of the Battle Value computations for any unit, any fractional values must be rounded normally to the nearest whole number.

Faction Play: The recommended Scales and Standard Missions presented here are not built around the notion of faction play. That is, being designed for quick pick-up games of a generic sort, there's no notion in this chapter that a player's force as a whole comes with any of the restrictions and requirements imposed by any of the game's factions.

COMMAND, CONTROL AND COMMUNICATIONS (C^3)

Two or more units in a force equipped with C^3 systems can be designated as being part of a C^3 network (see p. **XX**). The cost of this depends on the size and type of network.

- For a two-unit network, increase the cost of each unit in the network by 20 percent.
- For a three-unit network, increase the cost of each unit in the network by 25 percent.
- For a network of four or more units, increase the cost of each unit in the network by 30 percent.

Boosted C^3: A unit in a network that has Boosted C^3 adds 5 percent to the costs above.

SKILL RATINGS

MechWarriors have a default Gunnery Skill of 4 and a Piloting Skill of 5 (commonly written as 4/5), regardless of unit or faction, unless stated otherwise. Either or both of these skills can be improved, but every skill improvement raises a 'Mech's Battle Value—no exceptions. Similarly, either or both skills can be worsened, which makes a 'Mech cheaper. After each side has created their force, altering these skill values on a single unit is also a good way to reach the BV cap provided by the agreed-upon mission Scale.

To see how a unit's BV is modified by altering its MechWarrior's Piloting or Gunnery Skill, consult the BV Skill Multiplier Table (p. XX). For example, a 'Mech with a Gunnery of 5 and a Piloting of 3 would multiply its BV by 1.08. Alternatively, there are Gunnery & Piloting skill charts for each unit available online on the Master Unit List that display the precalculated BV for every possible Gunnery and Piloting Skill combination.

Mass changes to Gunnery and Piloting can be a fun way of altering the dynamics of a mission. A good example is if one side heavily discounts their force by deciding their units are controlled by poor pilots and gunners. This frees up BV to buy more units, but each unit is comparatively weak, giving a "face the horde"-type feel to the game. This could be further emphasized by improving the Piloting and Gunnery Skills of the other side, creating a fodder-versus-elites style of battle.

BV SKILL MULTIPLIER TABLE

Gunnery Skill	Piloting Skill								
	0	1	2	3	4	5	6	7	8
0	2.42	2.31	2.21	2.1	1.93	1.75	1.68	1.59	1.5
1	2.21	2.11	2.02	1.92	1.76	1.6	1.54	1.46	1.38
2	1.93	1.85	1.76	1.68	1.54	1.4	1.35	1.28	1.21
3	1.66	1.58	1.51	1.44	1.32	1.2	1.16	1.1	1.04
4	1.38	1.32	1.26	1.2	1.1	1.00	0.95	0.9	0.85
5	1.31	1.19	1.13	1.08	0.99	0.9	0.86	0.81	0.77
6	1.24	1.12	1.07	1.02	0.94	0.85	0.81	0.77	0.72
7	1.17	1.06	1.01	0.96	0.88	0.8	0.76	0.72	0.68
8	1.1	0.99	0.95	0.9	0.83	0.75	0.71	0.68	0.64

In general, for faster games, improving skill ratings to Gunnery 3 and Piloting 4 for all 'Mechs is a very popular purchase, ensuring that more attacks hit and fewer falls occur, thus leading to faster battles. However, these improvements must be accounted for in the units' BV, unless the players agree otherwise.

Clan MechWarriors: Due to their more intense training regimen, the skill ratings of the average front-line Clan MechWarrior are better than their Inner Sphere counterpart. However, this is a story-based consideration rather than a gameplay rule: in any game, the default for Clan warriors remains the standard Gunnery 4 / Piloting 5. It is perfectly fine to field a Clan 'Mech with this standard rate, and all Clan 'Mechs must pay the BV to upgrade to higher skill values as normal: it is never free for Clan pilots. If you wish to duplicate the effects of the fiction, a Clan player should upgrade all their 'Mechs to Gunnery 3 / Piloting 4, but again, they must pay the BV to do so, and such upgrades are not required.

Maximum Deviation: Gunnery and Piloting Skills do not have to match across multiple units. However, the Gunnery and Piloting Skills of any unit fielded in a Standard Mission given in this chapter must be within 2 points of each other (e.g. a unit that is 3/5 or 4/2 is fine, but one that is 0/6 is not). Custom missions can impose harsher limits, or waive them altogether.

MAPSHEETS

Maps are one of the central pillars of *BattleTech* play. No specific mapsheet collection is required to use the missions presented here, but the more maps a player has access to, the more flexibility they will have in mission creation and the more gameplay variety they'll enjoy.

For the purposes of this chapter, two mapsheets (or one neoprene/double-wide map) is always assumed. No matter the Scale for the mission, the battlefield is the same size. Players may agree to use a battlefield of a different size, but all Standard Missions and mission complications in this chapter assume a battlefield of precisely this size and can break down if this is abandoned. For example, missions that call for force members to move off the battlefield to score Victory Points can become more difficult if the distance that needs to be travelled is altered.

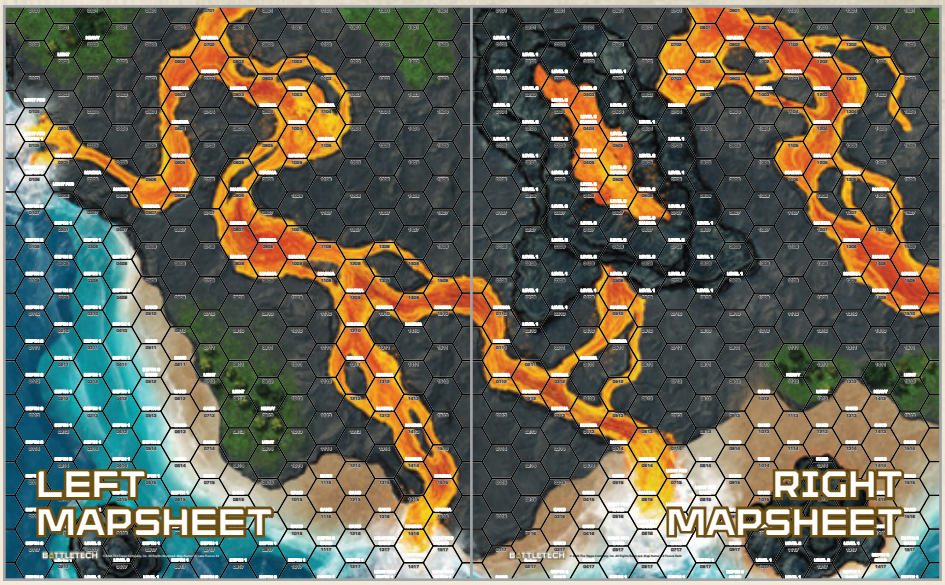
Partial Hexes: These never count as part of the gameplay area, unless formed into full hexes by the attachment of another mapsheet. They cannot be entered and are treated as being off the battlefield.

LESS IS MORE

Players can pay BV to improve the Gunnery Skill of their units, as discussed above. However, over and above the Maximum Deviation limits, players should carefully consider the effects of elite Gunnery levels on their missions. While outlandishly good Gunnery Skills can be a lot of fun on occasion, especially for campaigns where players have carefully shepherded their characters to elite status over many games and regularly must face incredible odds, in everyday missions such skill levels tend to make for dull gameplay.

One of the more enjoyable elements of *BattleTech* is how it rewards skill, encouraging players to play well and optimize their modifiers both offensively and defensively. But forces with superior Gunnery Skill, such as Gunnery Skill 0 or 1, tend to trivialize all this—especially when combined with the numerous components like pulse lasers and targeting computers that improve attack accuracy. Players will generally want to avoid a situation in which they move 7 hexes into light woods, behind partial cover, and pop smoke to boot, but their opponent's Target Number is still 5 or 6. In such games, tactical finesse increasingly becomes a formality.

As long as all players involved agree, a mission designer can impose a maximum on Gunnery and/or Piloting Skill increases on their missions, just as they can mandate weight limits, faction limits, mapsheet restrictions, and so on. These restrictions can also be added to the Standard Missions.



LAYING OUT MAPSHEETS

If using two mapsheets to form a single map, the "left" and "right" mapsheets are determined based on the assumption that, from the perspective of the player laying out the mapsheets, the map text appears in the bottom-left corner and is being read normally rather than upside-down.

SELECTING MAPSHEETS

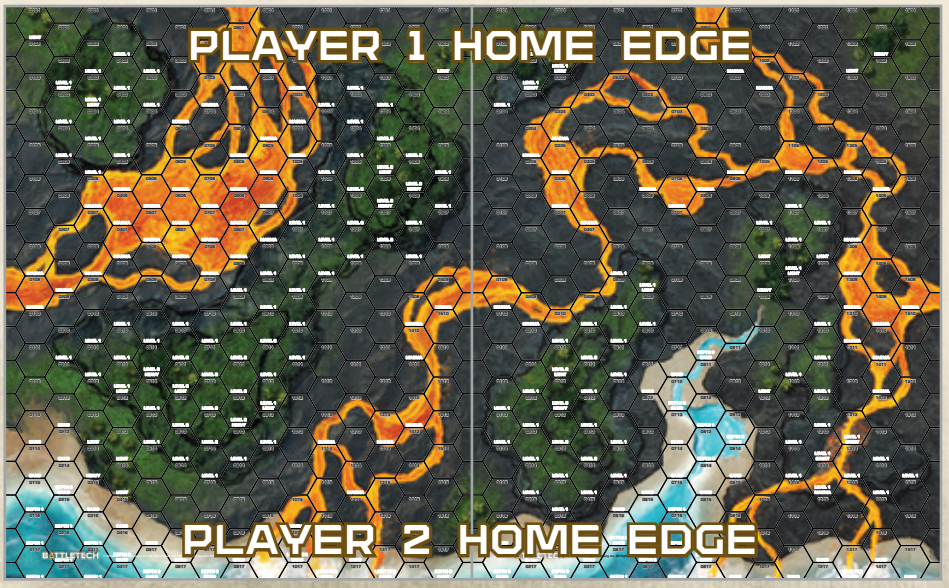
The standard method for selecting mapsheets is that one player selects both mapsheets to be used for the mission; if two separate mapsheets are being used, that player also chooses which is the left sheet and which is the right.

The player not involved in map selection then gets to choose which side of the battlefield has their home edge.

MISSION DEPLOYMENT

Deployment is the process of placing forces on the board, and covers both deployment at the start of the game and deployment once the game has begun (via the *Combat Drop* rules, the *Wave* complication, revealing *Hidden Forces*, etc). A *deployment zone* is a specific section of the battlefield where a side can deploy their force; this is only used if force members are not moving onto the battlefield using the normal *Moving Onboard* rules below, due to a mission rule or complication.

The following are the standard deployment rules for generic missions. If a mission has alternate deployment rules, this will be specified in the mission's Deployment section (the *Knife-Fight* mission complication, if in effect, forces an alternate deployment; see p. 14). Such alternates override the standard rules given here.



HOME EDGE

A home edge is the edge of the battlefield from which one side will deploy.

Default: By default, if one side has selected the mapsheets, the other side chooses their preferred home edge. Only the bottom and top edges (the "long edges") can be chosen as home edges (i.e. 0101 to 1501, and 0117 and 0216 to 1416 and 1517, extending along the full length of the battlefield). Side deployment (i.e. the "short edges") cannot be used unless the mission specifically allows it.

Partial Hexes: As these never count as part of the battlefield, they are not part of a home edge and are ignored when moving forces onto the board.

MOVING ONBOARD

Players roll Initiative (see p. **XX**), make movement selections as normal (see p. **XX**), and move force members onto the board from their home edge.

Each force member, when it is their turn to move, moves onto the battlefield into any hex along their home edge, with any facing desired, counting MP expenditure beginning with the first full hex of the battlefield.

There are two types of allowable movement onboard for any given mission. The first is *standard*: assume that the offboard "hex" being moved from is always a hex of the same level, sublevel, or depth as the hex being moved into (so no level change MP cost need be paid). The second type is *restrictive*: assume that the offboard hex being moved from is always a Level 0 clear hex. A mission can have both standard and restrictive deployments, one for each side. If a mission does not specify the type of movement onboard, it is standard for all sides.

For 'Mechs, each enters play with 0 heat points and full ammo bins. Equipment that can be switched on or off during play (e.g. stealth armor, individual heat sinks) begins at the status its

controller desires. The 'Mech uses the facing and available movement mode (walking, running, or jumping) desired by its controller.

MOVING OFFBOARD

The home edge is also the edge used if a force member wants to choose to leave the battlefield after deployment. However, this is only an option if the *Forced Withdrawal* rules are in play (see p. 13), or if the mission has specific rules to allow a force member to choose to deliberately exit the battlefield (i.e. not via displacement).

If there are no such rules in effect, a force member cannot deliberately move off the battlefield, and can only leave the battlefield at all if displaced by the actions of an enemy: in such a case, the force member forced off the battlefield counts as destroyed, even if forced off their home edge.

For details on moving off the battlefield and victory conditions, see *Exiting the Map*, below.

FORCE KNOWLEDGE

By default, each side knows precisely which force members the other is fielding and where each game piece is located. Furthermore, the record sheets of each player's force members can be always perused by any player—friend or foe—at any time. However, there are some special rules for missions that conceal such information.

HIDDEN INFORMATION

Sometimes a mission's rules require one side or both to conceal information from the other. Such rules can include:

- Fog of War (see p. 12)
- Hidden Forces (see p. 13)
- Minefields (see p. **XX**)
- Pre-plotted artillery strikes (see p. **XX**)
- Scanning (see p. 15)

If a mission utilizes any of the above, the side hiding information must write the required information down, making note of the relevant hex numbers (and associated mapsheet, if two separate sheets are in use), plus other required elements such as facing as noted by the specific rule. Place this information to the side, revealing it when called for by the rules in question.

VICTORY CONDITIONS

Each mission has its own method of determining victory. Sometimes, it is enough to destroy an enemy force. In other missions, a player can smash their enemy to pieces but still lose the day. Pay careful attention to the victory conditions listed for each mission.

Exiting the Map: For missions with a victory condition that requires leaving the battlefield by moving off the map, the off-map "hex" being moved into is always treated as a clear hex of the same level/sublevel as the one being moved from. If there are Battlefield Conditions present on the battlefield (e.g. rain, wind), they do not apply to these off-map hexes, and no Piloting Skill Roll is ever made upon entering such a hex, regardless of terrain, damage to the 'Mech, etc.

Anything transported (e.g. force members, Mobile Objectives) counts as moving off the battlefield along with its transport.

Whether a force member's controller initiated the move off the battlefield is not relevant for victory condition purposes. As such, being pushed or otherwise displaced off a qualifying battlefield edge (not just any edge) still counts as if that force member moved off the battlefield.

VICTORY POINTS

The most commonly played type of mission is a straightforward battle to the death, with the last side standing being the winner. However, a specialized mission structure isn't needed to guide a player through such a simple setup. The *Missions* rules assume that players are interested in slightly more complex and varied gameplay scenarios. To that end, Victory Points (VPs) are used to determine victory in a mission.

After the last turn of the mission ends, both sides add up their Victory Points. The side with the most VPs wins.

Because the amount of Victory Points that can be won through defeating force members can swing wildly depending on the mission's Scale, Objective VP and Unit VP should not be used in the same mission (except as a tiebreaker; see below).

Tiebreakers: If the mission uses Objective Victory Points, and the number of VPs on each side is tied at the end of the game, use Unit Victory Points (see below) as the tiebreaker. If the mission did not use Objective VPs (or if the Unit VP are tied as well), the game is a draw.

OBJECTIVE VICTORY POINTS

The Standard Missions in this chapter each state the value of any objectives they contain.

However, for custom missions, objectives could be worth varying amounts. If a mission's creator wishes to randomize the VP value, use the following rules. After objectives are placed, one player rolls 1D6 and consults the following table, using the result rolled for all objectives that game:

OBJECTIVE RANDOM VALUE TABLE

1D6 Roll	Effect
1–2	**1 VP:** Each objective is worth 1 Victory Point.
3–4	**2 VP:** Each objective is worth 2 Victory Points.
5	**5 VP:** Randomly select one objective; remove all other objective markers from the battlefield. At the end of the battle, the remaining objective marker is worth 5 Victory Points.
6	**1 VP Running:** During the End Phase of each turn, each objective grants 1 VP to the side controlling it. Keep a running score from turn to turn.

UNIT VICTORY POINTS

In missions using this rule, destroying or crippling a unit is worth Victory Points, in addition to any other sources provided by the mission.

A destroyed or crippled unit is worth a number of VPs equal to its Battle Value / 100 (rounded up, minimum of 1).

Assets: Assets are also worth Victory Points under these rules. An Asset is worth a number of VPs equal to its BSP value / 5 (rounded up, minimum of 1).

Crippled Force Members: Force members can be crippled only if *Forced Withdrawal* is in use. The controller of a crippled force member can also earn VP for moving that force member off the battlefield. See page 13 for details.

MISSION SPECIAL RULES

This section provides rules adding greater depth to missions. Some are featured in the Standard Missions, while others are not, or are only included in one of several possible forms.

By default, no special rules are in play in a mission; a mission must state that a special rule is in effect to use it in a game. Alternately, such rules can be added to any mission being played if all players agree.

BATTLEFIELD CONDITIONS

For missions featuring weather and other battlefield-wide conditions, unless the mission specifies the effect, a player rolls 2D6 and consults the table below to determine it. The condition and its effects are present for the entire mission. See *Conditions*, on page 16, for details.

WEATHER EFFECTS TABLE

2D6 Roll	Weather Effect
2	Extreme Cold*
3	Extreme Cold*
4	Wind
5	Snowfall
6	Night
7	Roll twice, applying both results.**
8	Rain
9	Gravity***
10	Low Visibility
11	Extreme Heat*
12	Extreme Heat*

* Roll 1D6 to determine the Extreme Temperature level: 1–3 = 1, 4–5 = 2, 6 = 3.

** Ignore further results of 7. Reroll incompatible results of Rain and Snowfall or Extreme Heat and Extreme Cold and repeat results, with the exception of multiple results of the same Extreme Temperature type. Two results of the same Extreme Temperature type results in the final level of that type being one higher than rolled (e.g. a result of 4 on 1D6—normally 2 levels—becomes 3 levels; maximum level is still 3).

*** Roll 1D6 to determine the Gravity level: 1 = 0.8, 2 = 1.2, 3 = 1.3, 4 = 1.4, 5 = 1.5, 6 = 2.

COMBAT DROP

Some units, including BattleMechs, are capable of being dropped directly onto the battlefield, using special disposable equipment to plummet from DropShips high up in the atmosphere or even in orbit. The sudden appearance of many tons of 'Mech directly on top of an enemy position and seemingly out of nowhere has turned the tide of many battles.

Players can choose to keep some or all of their force in reserve at the start of the battle to be dropped, if the mission permits this or if all players agree. However, Assets cannot be combat dropped.

DROP TIMES

The point at which dropped forces arrive on the battlefield is determined by the mission.

For a pick-up game in which the players agreed before the game to use this rule, the arrival time can be fixed (e.g., "all dropped 'Mechs arrive on Turn 5"), variable (e.g., "all dropped 'Mechs arrive 1D6 turns into the battle"), or some combination of the two (e.g., "Alpha Lance arrives on Turn 2, but Beta Lance does not arrive for 1D6-1 turns after this"). If the players cannot or do not wish to choose, use the default of "all forces arrive on Turn 3."

ARRIVAL

Dropped 'Mechs that have arrived on the battlefield (i.e., are ready to drop onto the map) are deployed via movement selections. When it is a dropped 'Mech's turn to move, its controller can aim to deploy it in any hex that is not prohibited terrain. In an exception, this can violate the stacking rules (see p. **XX**). However, more than one 'Mech cannot aim to drop into the same hex.

After choosing the hex the dropping 'Mech is aiming for, its controller places a counter in that hex and then makes a Piloting Skill Roll; ignore any PSR modifiers applied by the hex the 'Mech is aiming for. The result determines how the landing is handled.

Regardless of success or failure, a dropping 'Mech lands with any facing desired. It cannot move or make attacks in the turn that it landed, but can act normally on the following turn. Attacks made against a 'Mech on the turn it lands apply a +3 target movement modifier.

Conditions: Any Piloting Skill Roll modifiers resulting from in-play Battlefield Conditions (see left) are applied to the PSR above as usual. The exception is gravity: ignore the Gravity PSR modifier (but not any Gravity damage effect).

Flak: Type F (flak) attacks made against a 'Mech on the turn it lands apply a –2 Target Number modifier to those attacks.

Minefields: If a hex a dropping 'Mech lands in contains a minefield, treat that 'Mech as though it entered the hex via ground movement and resolve any resulting mine attacks immediately.

SUCCESSFUL LANDING

Upon a successful Piloting Skill Roll, the 'Mech will land in its desired hex at the end of the Movement Phase. Forces present in that hex can remain there, or other forces can move into that hex.

Stacking: If a 'Mech violates the stacking rules when it lands in the hex it was aiming for, resolve this as a displacement by the dropping 'Mech (see p. **XX**). Randomly determine the direction to displace those force members already present in the hex (if there are multiple such force members, randomly determine the displacement direction for each).

FAILED LANDING

A 'Mech that fails the Piloting Skill Roll for its drop always falls upon landing, and might be destroyed. If a roll fails, resolve that drop immediately and completely before moving on to the next 'Mech.

Location: A 'Mech that fails its landing scatters 1D3 hexes, multiplied by the PSR's Margin of Failure. To determine the exact location, roll 1D6 and compare it to the Scatter Diagram below to find the direction of the scatter. The dropping 'Mech scatters in that direction a number of hexes as determined above, and falls in its landing hex with any facing its controller desires. Remove its landing token.

If the 'Mech scatters off the playing area, it is considered destroyed.

Damage: Damage from a failed landing and resulting fall is resolved as though the 'Mech had fallen a number of levels equal to the PSR's Margin of Failure (minimum 2). For example, if a 'Mech with a modified PSR target number of 6 or higher rolled a 5, the 'Mech would scatter 1 hex and suffer damage as from a fall of 2 levels (the minimum). If it rolled a 3, the 'Mech would scatter 3 hexes and suffer damage as from a fall of 3 levels. A PSR for landing that fails by more than 7 destroys that 'Mech.

Stacking: If a 'Mech violates the stacking rules by failing its landing PSR and scattering into an occupied hex, resolve this as an accidental fall from above (see p. **XX**), with the number of levels fallen determined via the Damage calculation above. Randomly determine the direction to displace those force members already present in the hex (if there are multiple such force members, randomly determine the displacement direction for each).

SCATTER DIAGRAM

EDGE

Each side receives 4 Edge points. Edge points represent luck, and a player can spend one of their points for any one of the following effects:

- **Accuracy Increase:** After an attack has been rolled, add 1 to that attack roll (i.e., potentially changing a miss to a hit; this can also result in eliminating effects such as a RAC jam or caseless ammo failure).
- **Cluster Increase:** After a roll on the Cluster Hits Table, reroll and use the highest result.
- **Damage Increase:** After a roll on the Determining Critical Hits Table, reroll and use the highest result.
- **Scan Improvement:** After a Scanning roll (see p. 15), reroll the result.

Missions might include uses of Edge specific to that mission.

A player can spend only one Edge point per applicable situation, regardless of the number of different sources of Edge. In a game with three or more sides, a side can spend points to benefit a side not their own. Edge available to each side is best tracked with a pool of tokens visible to all.

Alternate Versions: Other products provide different uses for Edge. With all players' agreement, these uses can be added to the Standard Mission uses above.

Scaled Increase: For every level of Scale past 4, add 1 to the number of Edge points available per side.

VARIANT: COMMANDERS

If the mission specifies this (or if all players agree), Edge is distributed via commanders instead of using the standard Edge token pool (or in addition to; see below). Each side selects one of their units to become their command unit. This status must be indicated on the unit's record sheet and is public knowledge. Assets can only be made commanders if no units exist on that side to be nominated.

Once per turn at any time, a commander can apply 1 point of Edge to any one friendly force member (including itself) within six hexes that it has line of sight to.

Scaled Increase: A force only ever has one commander. As such, for every level of Scale past 4, add 1 Edge point to a generic Edge pool for each side. These are used as desired by that side, following the standard rules for Edge given above, instead of being deployed by the commander.

FOG OF WAR

In a mission using Fog of War, deployment is concealed. As usual, both sides know the composition of the other's force and can still consult any record sheets, but when a side deploys force (or a portion of their force, if the mission splits a force into separate groups), they deploy markers in place of their units and ground Assets. Each marker represents one specific force member: this is hidden information (see p. 10).

Once all deployment is finished (i.e. the deployed force member's first Movement Phase is complete), any concealed sides reveal which marker corresponds to which force member, and replaces all markers with their matching force members.

Alternate Deployments: Fog of War cannot be used to conceal the deployment of force members that are under the effect of the *Combat Drop* or *Hidden Forces* rules.

VARIANT: THICKER FOG

When using this variant, in addition to the concealed side's normal markers, they receive one additional marker per level of Scale, which are deployed as if they were force members. These markers do not correspond to any actual force member: such "blip counters" represent false sensor readings or faulty intelligence, and are recorded by their controller as such. As such counters are not real force members, they can have any MP and be moved into any hex not occupied by an enemy force member: no hex is prohibited terrain for blip counters. However, if they are to be effective tools of deception, a plausible set of movement criteria is best used.

When a side completes their deployment and then reveals their markers, the blip counters deployed along with those force members are discarded.

ACTIVE PROBES

For each active probe on a side, some markers in the enemy force are revealed before their placement. The enemy player chooses which of their markers are revealed by opposing probes; they can reveal a Thicker Fog blip counter, if they have any, instead of revealing an actual force member. Revealed force members are placed as normal, instead of as markers.

The number of enemy markers revealed per active probe is based on the probe's type (or equivalent). All effects are cumulative:

Light Active Probe or PRB Special: 1 marker
Active Probe: 2 markers
Bloodhound Active Probe: 3 markers

FORCED WITHDRAWAL

Most forces will not fight to the last. Instead, once they have taken appreciable amounts of damage, they will begin to retreat. The *Forced Withdrawal* rules help simulate this situation. Under this rule, force members must retreat from the battlefield when they sustain crippling damage as described below.

This rule can noticeably speed up games, but also removes an element of agency from players. As such, it is left optional for Standard Missions, though custom missions can of course use it if desired.

A crippled force member:

- cannot stand still: it must expend MP (if a unit, any movement mode that provides MP can be picked)
- must spend at least half of the MP it has available that turn (round up) on moving closer to its home edge, if possible
- must end its move that turn at least one hex closer to its home edge, if possible

A force member can retreat moving backward. If equipped with MASC, a supercharger, or some other system that increases speed at the risk of damage, a force member need not engage that system when withdrawing.

If a force member cannot fulfill the last condition two turns in a row (i.e., it cannot move closer to its home edge due to stacking issues, prohibited terrain, illegal moves, etc.), the force member surrenders and counts as destroyed during the End Phase of the second turn it fails to fulfill that condition.

Crippled force members can still attack. They cannot control objectives (see p. 14), but can still fulfill any other victory condition unless the mission specifies otherwise.

Unclear Home Edges: In some missions, such as those in which a force combat drops onto the field, there might not be a clearly designated home edge for one side. In such cases, crippled force members belonging to that side can retreat off of any board edge that is the opposite of one used by the enemy as its own home edge.

Victory Points: In a mission using Unit Victory Points (see p. 10), a crippled force member is treated the same as if it had been destroyed (a force member does not provide points both for being crippled and for being destroyed). However, if a crippled force member can make it off the battlefield via its home edge before the end of the game, its controller also gains half its Unit VP value (round up), as it is successfully preserved to fight another day.

For example, a 'Mech worth 1,950 BV has a Unit VP of 20 (1,950/100, rounding up). If it becomes crippled, the enemy receives 20 VP. If the 'Mech's controller manages to move it off the battlefield via the 'Mech's home edge before the end of the game, its controller also gains 10 VP.

CRIPPLING DAMAGE – 'MECHS

Crippling damage on a 'Mech only occurs if the Forced Withdrawal rules are in effect. It takes effect as soon as one or more of the following occurs:

- Two engine critical hits.
- Two destroyed limbs (including at least one leg).
- One destroyed torso. A 'Mech with a standard or compact fusion engine can make a Piloting Skill Roll at the time this criterion would first apply, applying any modifiers for 'Mech damage. Success means that the 'Mech ignores this criterion for the rest of the game, though it still counts as one lost limb, and the loss of a second torso cannot be ignored. Failure does not cause a fall.
- A 'Mech permanently unable to leave its hex cannot retreat, forcing its MechWarrior to eject instead. For Forced Withdrawal purposes, this destroys such a 'Mech at the end of the phase this crippling damage was applied to it.

CRIPPLING DAMAGE – ASSETS

Normally, statuses are not tracked on Assets: they are either destroyed or active. The *Forced Withdrawal* rules make an exception. Crippling damage on an Asset only occurs if the *Forced Withdrawal* rules are in effect. It is defined as the following:

- The Asset is reduced to half or less of its original Destroy Check value (rounding up) due to degradation (see p. **XX**). For example, an Asset with a Destroy Check value of 7+ counts as crippled when it is reduced to Destroy Check of 4+ or less.

HIDDEN FORCES

Players can hide units and Assets on the map before play begins. The hex in which a force member is hidden is hidden information (see p. 10); facing and other required information (e.g. whether or not a 'Mech is prone) must be included. A force member remains hidden until it is revealed by placing it on the battlefield.

Hidden forces are not counted when making movement or fire selections. However, if a player plans to move a hidden force member, they must reveal it at the start of the Movement Phase, and it counts toward movement selections in that phase. If a player plans to attack with a hidden force member (not including a point-blank attack; see p. 14), they must reveal it at the start of the Weapon Attack Phase and it counts toward fire selections that phase.

If a force member attempts to enter a hex containing a hidden enemy force member, it stops next to that hex instead (unless jumping; see below). However, if it is using the *Combat Drop* rule or is being displaced into that hex, those rules take priority and the force member does not stop. Either way, the hidden force member is revealed. Additionally, a force member that ends its move next to a hex containing a hidden enemy force member reveals that force member. Hidden force members revealed in these ways cannot move during that phase but act as normal in subsequent phases.

A hidden force member cannot attack or take actions other than spotting for indirect fire. One can belong to a C^3 network, but

cannot act as part of that network (i.e. providing targeting data) for as long as it is hidden.

Force members have a TMM of 0 on the turn revealed.

Active Probes: During the Movement Phase, any hidden force member that comes within range of an enemy's active probe or PRB special is revealed (line of sight is not required). This can occur during movement: if so, the enemy halts its movement, the hidden force member is revealed, and then the moving probe-equipped enemy can continue its move with this information available.

Area-Effect Attacks: Area-effect attacks automatically reveal any hidden force member in the blast area, and damage them as normal.

Buildings: A force member hidden in a building hex must be inside the building, not on its roof.

Fire: If a force member is hidden in a hex (see *Hidden Forces*, p. 13), and that hex is set on fire, then the hidden force member is automatically revealed at the end of the phase but can act as normal in subsequent phases.

Forbidden Hexes: A force member can only be hidden in a hex/level it can legally enter from an adjacent hex on the battlefield using its available movement modes and MP. No force member can hide in a clear, paved, or road/bridge hex. Force members can only be hidden in water hexes if fully submerged.

A player cannot hide force members in an enemy's deployment zone, unless the mission specifies otherwise.

Jumping: Jumping over hexes does not reveal force members hidden in them. If jumping into a hex would reveal a force member hidden there, the jumping force member still lands in that hex, causing a domino effect.

Minefields: If a force member is hidden in a hex with minefields, the minefields do not detonate due to the force member leaving the hex.

POINT-BLANK ATTACKS

A hidden force member revealed by enemy movement can immediately make a special point-blank ranged attack against the 'Mech that revealed it. It can first torso twist, and uses a Range of 1: all ranged weapons that could normally be fired that turn can be fired during this attack. Ignore Target Number modifiers for movement.

Any damage dealt and PSRs required take effect immediately. If the target 'Mech is still capable of moving, has MP remaining, and isn't jumping, it can continue its move after the attack.

A 'Mech making point-blank attacks cannot perform any other action for the remainder of that turn. It can instead choose not to make a point-blank attack, in which case it follows the normal attack rules.

Forced Withdrawal: If the damage from point-blank attacks triggers Forced Withdrawal and the damaged 'Mech has MP remaining, the Forced Withdrawal conditions apply immediately.

Unavoidable Targets: If an enemy 'Mech jumps or is displaced into a hidden force member, or drops onto one, any point-blank attacks made occur before any collision or displacement.

KNIFE-FIGHT

This complication pushes both sides closer together. The side that would normally use the -01 hexrow to deploy onto the board instead uses the -05 hexrow (e.g. instead of Hexes 0101 to 3101, use Hexes 0105 to 3105). The side that would normally use the -17 and -16 hexrows to deploy instead uses only the -13 hexrow (e.g. Hexes 0113 to 3113).

While a Knife-Fight moves each player's deployment forward, their home edge remains the actual edge of the battlefield. As such, moving off the battlefield still requires reaching the edge of the map, just as with a standard deployment.

OBJECTIVES

Objectives represent objects or sites on the battlefield that one or both forces are attempting to secure. Objectives can be represented by any suitable counter or piece of terrain.

Standard Missions will give the Victory Point (VP) value of an objective. For other missions, see *Victory Points* on page 10.

Assets: These cannot claim, control, move, or contest objectives unless the mission specifically states otherwise, though they can attack units doing so as normal.

Buildings: Objective tokens can be placed inside buildings. They always count as at the building's ground level, and are destroyed if the building is destroyed, unless the mission states that objectives cannot be destroyed.

Prohibited / Inaccessible Terrain: Tokens can only be placed in hexes that a 'Mech can enter from an adjacent hex on the battlefield using ground movement. For example, if a hex is 3 or more levels higher than any adjacent hex, no objective token can be placed in that hex, even if there were 'Mechs on either side with sufficient Jumping MP to reach that hex. Regardless of mission requirements, if a token would be placed in such terrain, the nearest hex that does not violate the above criteria must be used instead. If there are multiple such hexes, the player placing the token chooses which of these hexes to use.

As a general guideline, if the objective would be required to be placed in magma or some other hex agreed by all players to be an impediment to fair or enjoyable gameplay, move the objective to hex nearest to the one called for by the mission that is agreeable by all players.

CONTROL RADIUS

Every objective has a control radius: an area measured in hexes representing how far a unit has to be from that objective to control it. There is no default radius, and a value of 0 is possible (meaning that the only way to control that objective is for the unit to be in the same hex as it).

A player controls an objective if there are a greater number of non-crippled (see p. 13) units from their force within its control radius than there are non-crippled enemy units. Assets never count toward these totals.

If the mission does not stipulate the control radius of an objective, roll 1D6 once: 1-2 = 0 hexes, 3-5 = 1 hex, 6 = 2 hexes. Apply this result to all objectives in the mission.

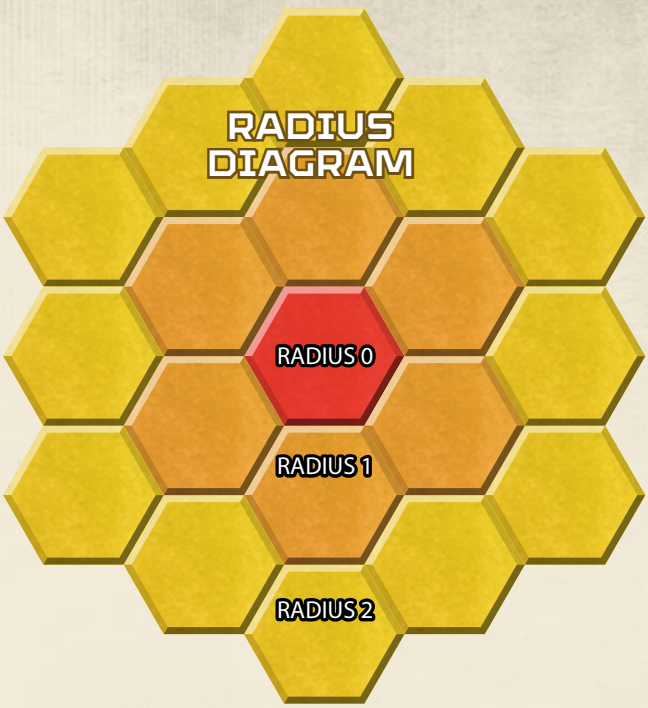
Carried Objectives: A 'Mech carrying a Mobile Objective (see below) automatically controls that objective, regardless of how many enemy units are nearby or what the objective's control radius normally is.

Immobile and Prone Units: These units do not count towards objective control.

VARIANT: FALSE OBJECTIVES

This variant is not used in missions where objectives provide a Running VP score, or where there are two or fewer objectives.

Whether duds, decoys, or the result of bad intelligence, some objectives can turn out to be worthless. If this rule is in use, at the end of the mission roll 1D6 for each controlled objective. A roll of 1 means that the objective in no way counts towards victory conditions.



VARIANT: FRAGILE OBJECTIVES

A fragile objective is vulnerable to destruction. Each time any of the following occurs, roll 1D6 at the time of the event. On a result of 1–4, the objective is destroyed.

- Objective is dropped by a carrying 'Mech
- Objective is being carried by a 'Mech that falls or is destroyed
- Objective is in a hex that is on fire (check in the End Phase)
- Objective is in a hex that takes any amount of area-effect (AE) damage, or heat

Multiple rolls can be triggered in a turn. If the objective provided Running VP (see *Objective Victory Points*, p. 10), it is destroyed before it provides the VP it would normally have granted that turn.

VARIANT: MOBILE OBJECTIVES

With this variant, objectives can be picked up and moved. Any 'Mech with at least one functional hand actuator can pick up a Mobile Objective immediately after its movement for the turn is complete, as long as it ends its movement in the objective's hex or a hex adjacent to it. A 'Mech can only carry one objective, and can choose to drop it in their hex during the End Phase.

Mobile Objectives have a control radius as normal and so do not have to be picked up to be controlled, but a 'Mech carrying such an objective automatically controls that objective, regardless of how many enemy units are nearby.

A 'Mech that has picked up a 'Mech-mobile objective has one hand actuator of the controller's choice occupied.

If a 'Mech carrying a Mobile Objective is destroyed, the objective it carried is dropped in the hex. If a 'Mech carrying an objective loses one or more hand actuators (or arms), it also drops the objective in its hex. In neither case is the objective destroyed, unless the Fragile Objectives variant is in play (in which case, follow those rules).

Mobile objectives should be clearly distinguished from other objective types on the map, so that it is clear which can be carried and which cannot.

Claws: 'Mechs with two claws can make one attempt to lift a Mobile Objective per turn. This requires a successful Piloting Skill Roll (see p. **XX**). Failure means that the objective is immediately dropped; if it is also a Fragile Objective, check if it is destroyed.

Displaced Off the Battlefield: If a 'Mech with a Mobile Objective is displaced off the battlefield, the objective is dropped in the last in-play hex the 'Mech occupied. The exception is if the mission allows force members to move offboard and the displacement moved the 'Mech off its home edge, in which case the 'Mech counts as having moved off its home edge and taken the objective with it.

Forced Drop: If a 'Mech carrying a Mobile Objective takes any damage in a phase, at the end of that phase it must make a Piloting Skill Roll to avoid dropping its objective. Failure does not cause a fall. A 'Mech with two intact hand actuators applies a –2 TN modifier.

A 'Mech carrying a Mobile Objective automatically drops that objective if the 'Mech becomes immobile or prone, with the usual potential for destruction to Fragile Objectives.

VARIANT: POTENTIAL OBJECTIVES

With this variant in effect, the mission's objectives are only vaguely known. The mission has a variety of objective tokens, only some of which are valid. A player must use the *Scanning* rules (see below) to determine if an objective candidate is a real objective, or useless to the mission. A successful scan reveals whether or not a given token is a true objective or useless.

RANDOM DURATION

In a mission using Random Duration, at the start of Turn 7, one player must roll 1D6. On a roll of 2+, the game continues; otherwise the game ends after the End Phase of this turn. At the start of Turns 8 and 9 any player must roll 1D6 again. This time the game continues on a roll of 3+; otherwise the game will end as above. After the End Phase of Turn 10, any player must roll 1D6 again: the game only continues on a roll of 5+. Continue rolling at the start of each turn once per turn until the game ends.

SCANNING

If a unit is within scanning range of an objective (or objective candidate, if using Potential Objectives) during the End Phase, it can scan the objective. The default scanning range is 2 hexes; line of sight to the target is required. A scan is made by rolling 2D6: the unit succeeds on a roll result equal to or higher than its Piloting Skill rating +3. For example, a unit with a Piloting Skill of 5 needs an 8 or higher. Only one objective can be scanned per unit per turn. The mission will define what the results of a successfully scanned objective are.

Active Probe: For each level of active probe not currently within the radius of hostile ECM that a scanning unit has (level defined here as Light Active Probe = 1, Active Probe = 2, Bloodhound Active Probe = 3) or equivalent, improve the unit's scanning range by 1 hex and reduce its scanning TN by 1. For example, a unit with Piloting Skill 5 and a Bloodhound (level 3) has a scanning range of 5 hexes and needs a 5+ to successfully scan an objective.

Assets: Vehicle Assets cannot scan an objective unless they have the PRB special. This does not give them the increased range or chance of success that comes with having any level of active probe given above, but simply allows them to scan.

Infantry Assets scan any building and/or hex they are in during the End Phase, and automatically succeed in their scan roll.

Air Assets cannot scan an objective, even if they have the PRB special. Their speed is too great for such precise scouting.

Edge: If the mission is using Edge (see p. 12), it can be spent to affect the result of a scanning roll.

Piloting Skill: Assets are always treated as if they have a Piloting Skill of 5 for scanning purposes.

Sensors: A 'Mech with one or more Sensors critical hits cannot perform a scan unless it has a probe.

Stealth Systems: If a 'Mech has an active stealth system (see p. **XX**) and is the target of a scan, apply a +2 TN modifier to the scan attempt.

WAVES

If a mission uses Waves, portions of each force are not deployed with the rest, instead only beginning to arrive on a designated turn. When the designated turn begins, rolls 1D6 for each force member that is withheld. On a 3+, that force member deploys during that turn's Movement Phase.

If some forces do not arrive that turn, the same rolls are made in the Movement Phase of the following turn; this time each result of 2+ causes the force member to deploy. All remaining withheld force members automatically arrive on the turn after this.

This rule is flexible in how it can be used, but there are defaults, given below. Deviations from these defaults will be noted in the mission, or can be agreed upon by all players.

Numbers Withheld: By default, half of a force is withheld (rounding down). This is based on the number of force members, not BV or BSP. Each side chooses which half of their forces is withheld.

Number of Waves: The default is one wave. That is, all withheld forces become eligible for deployment at once, using the standard wave arrival time.

Arrival Time: By default, a player begins rolling to see if withheld forces arrive at the start of the Movement Phase of Turn 2, before movement selections begin to be assigned.

Deployment: Follow the mission rules for deployment of these newly arrived forces. If the mission uses the *Combat Drop* rules (see p. 11), withheld 'Mechs can be dropped onto the field once they arrive.

SUPPLEMENT: CONDITIONS

(Playtest Note: These Supplement rules will actually be in the new Battlefield *chapter, rather than in this* Missions *chapter, but are presented here as they are mostly new and so could use further testing, and because the Missions rules draw upon them. Incomplete page references are deliberate, as are references to parts of the new* Urban Combat *and* Battlefield Support *chapters that might not be present in those chapters' current forms.)*

Conditions represent situations that apply to an entire battlefield.

The following entries are organized by general category, with varying degrees of conditions for each type. Note that many of these conditions can be combined at once. For example, the rules for Wind, Snowfall, and Extreme Temperatures can be combined to simulate combat in a fierce blizzard.

EXTREME TEMPERATURES

BattleMechs have advanced heating and cooling systems that enable them to tolerate a remarkable range of temperatures. However, the most extreme Terran temperatures are enough to begin to noticeably affect 'Mech performance, and some worlds are far hotter or colder than what is possible on Terra.

The precise temperature in degrees Celsius need not be tracked in a game: instead, these effects are somewhat abstracted, with the idea that Cold (1) or Heat (1) represent Terran extremes (e.g., the Antarctic or Death Valley), and levels 2 and 3 representing even harsher off-world environs.

It is suggested that no more than three Extreme Cold or Heat levels be applied to a mission.

COLD

For every level of Extreme Cold present, the 'Mech dissipates an additional 3 heat points per turn. For example, if the mission applies the effects of Extreme Cold (3), the 'Mech dissipates an additional 9 heat points per turn.

In addition, with any level of Extreme Cold in effect, all water hexes become ice hexes (see p. 19).

Assets: All Asset types ignore the Extreme Cold rules.

Life Support: Because a 'Mech tends to flood its cockpit with internal heat, extreme cold can be less dangerous to an exposed MechWarrior than extreme heat. A 'Mech that has taken a life support critical hit ignores the normal *Damage to MechWarriors* rule (see p. **XX**) that assigns MechWarrior hits due to heat. Instead, during the Heat Phase of each turn, apply one MechWarrior hit per Extreme Cold level in effect.

However, if in the Heat Phase the 'Mech's heat scale was 5 to 10 points after normal dissipation is applied, the first such hit that would have been applied that phase is negated. If the 'Mech's heat scale was from 11-20 points, two such hits are negated. If the 'Mech's heat scale was 21+ points, three such hits are negated.

The above Life Support rules do not apply to a 'Mech with a torso-mounted cockpit. Such 'Mechs use the normal life support damage rules for that cockpit type.

HEAT

For every level of Extreme Heat present, the 'Mech generates an additional 3 heat points per turn. For example, if the mission applies the effects of Extreme Heat (3), the 'Mech generates an additional 9 heat points per turn. This is an Outside Heat Source (see p. **XX**).

In addition, if any level of Extreme Heat is in effect, all water hexes have their water removed, and any hex with a Depth becomes a sublevel instead (see p. **XX**). For example, all Depth 2 water hexes become Sublevel 2 sinkholes.

Assets: All Asset types ignore the Extreme Heat rules.

Life Support: For each Extreme Heat level in effect, a 'Mech that has taken a life support critical hit applies one additional MechWarrior hit each time that the 'Mech's internal heat scale reaches a point capable of damaging the MechWarrior.

For example, a 'Mech with a life support hit normally deals one hit to its MechWarrior when the 'Mech's heat scale reaches 10-19. If the mission had Extreme Heat (2) in effect, that MechWarrior would instead take 3 hits (the standard one, plus two for the Extreme Heat level).

GRAVITY

Some worlds have gravity that is significantly higher or lower than normal Terran gravity. Gravity is represented by a G-rating, with Terran gravity (1 G) being the baseline. While some *BattleTech* worlds have canonical gravity values, for ease of calculation mid-game, round to the nearest 0.1 value (e.g. 0.95 to 1.04 rounds to 1 and thus has no effect, while 1.05–1.14 rounds to 1.1, etc).

Note that zero-gravity rules are not covered here: a minimum of 0.1 G is assumed.

Building Collapse: Gravity also affects the damage done by collapsing buildings (see p. **XX**).

Falling: Calculate damage from the fall normally, then multiply the result by the mission G-rating to determine the final damage, rounding the result up.

To save time, it is suggested that each player calculate the gravity-modified damage for a 0-level fall at the start of the game for each 'Mech under their control, since that will be the base damage for all falls for that 'Mech for the entire game.

Jumping: If a world's gravity falls outside of Terran standard, each of a 'Mech's jumps require a PSR with a –1 modifier to represent the unfamiliar jump conditions, unless the mission states (or players agree) that a given MechWarrior is native to that world or has sufficiently trained on gravity of that level.

LOW VISIBILITY

This covers vision obscurants that affect the whole battlefield: blizzards, fog, sandstorms, smog and the like (but not darkness, which is covered under *Night*, below). Such effects apply a flat +1 TN modifier to all ranged attacks, but have no effect on line of sight (a practical concession, to avoid such games becoming close-range slugfests). However, a 'Mech can make a Piloting Skill Roll at the start of the Ranged Attack Phase: success indicates that that 'Mech ignores the +1 low visibility TN modifier for that turn (failure does not cause a fall).

In general, no more than one instance of a Low Visibility condition should be applied to a single mission, as otherwise it

becomes extremely difficult to hit with ranged attacks, slowing the game greatly.

Active Probe: A 'Mech with an active probe ignores this modifier if the target is within range of the probe and the probe is not within the radius of hostile ECM.

NIGHT

The vast majority of modern combat units have advanced low-light, heat-tracking, and other sensor equipment, so that most low-light environments are not notably impeding.

Assets: Unless they have the Night Special, conventional infantry cannot make attacks at long range, and cannot spot for indirect fire past their medium range.

RAIN

Cannot be used with Extreme Temperatures. Disable the use of the Fire rules: nothing can be set on fire unless the mission specifically states otherwise.

The Rain condition assumes a heavy rainfall that has already been in effect for some time. This applies the mud terrain modification (see p. 19) to every hex across the playing area, with the exception of water hexes of Depth 1+, pavement, standard roads, and building hexes.

SNOWFALL

Cannot be used with Fire or Extreme Heat.

The Snowfall condition assumes a heavy snowfall that has already been in effect for some time. This applies the snow terrain modification (see p. 20) to every hex across the playing area, with the exception of water hexes of Depth 1+. 'Mechs do not benefit if inside a building hex, but do if on a roof.

It is not required to use Extreme Cold with Snowfall.

WIND

Gale-force winds produce sudden and fierce wind shears that imbalance 'Mechs, especially those that are airborne.

Apply a +1 modifier to all PSRs made by 'Mechs not inside a building (a 'Mech on a roof is not inside a building), except for cases involving jumping, covered below.

Smoke and fog terrain modifications cannot exist on maps with the Wind condition, even if from fire hexes, smoke missiles, etc. However, Low Visibility conditions (see p. 17) are still feasible with Wind, representing effects such as blizzards or sandstorms.

Assets: +1 MP cost per hex for Assets with the hover, jumping, and VTOL movement modes.

DFA: If resolving a Death From Above attack, add +1 to the PSR Target Number made after a successful DFA. If the attacker falls upon resolution of the DFA, add 1 to the levels fallen.

Jumping: A 'Mech that jumps in Wind (but is not making a DFA) must make a PSR with a +1 modifier upon landing. If it fails, the result is a 1-level fall rather than a 0-level fall. If making a DFA, instead apply a +1 modifier to any resulting PSR as normal.

SUPPLEMENT: TERRAIN MODIFICATIONS

The following are not terrain types of their own, but modifications to existing terrain which can be overlaid on most standard terrain types. For example, a heavy woods hex might also be shrouded in snow, and smoke could saturate any hex. There are few rules forbidding certain terrains and hex types from being modified: it is assumed that mission designers can be trusted to apply those restrictions themselves, meeting their own personal ideas of realism.

Ice, Mud, Snow, and Swamp modifications are intended to be used alone, rather than stacked with one another. Fire, Smoke / Fog, and Unstable can be added to any hex, including already-modified hexes. For example, a battlefield could contain an Unstable Swamp Light Woods hex, shrouded in Light Fog. Effects applied by terrain modifications stack with each other and with those of the original terrain modified, unless stated otherwise.

FIRE

No mere bonfire, a hex in flames is a 30-meter-wide 'Mech-scale inferno. Given enough time, any 'Mech with a flamer can start such a fire, eventually. However, to start such a large blaze in the 10-second timescale of a *BattleTech* turn requires a notable investment in incendiary weaponry.

Like any other terrain modification, all hexes designated as on fire normally start the mission in that fashion. However, some missions might state that certain hexes only start on fire on certain turns, or as the result of certain effects. If this is not stated, no effect can create a 'Mech-scale fire, with the exception of deliberate attempts by heat-causing weapons (see below).

Once started, a fire continues to burn for the rest of the game, unless specified otherwise. Due to the 10-second timeframe for turns of *BattleTech* (and a desire to keep things simple), these rules do not track fire or smoke spreading from hex to hex.

Playtest Note: The effect of fire on buildings and Assets are handled separately, and are not part of this playtest.

STARTING A FIRE

Unless that weapon states otherwise, any weapon that creates heat when it strikes a BattleMech can set fire to a flammable hex (see below for a list of flammable hexes). A hex must be attacked directly to attempt to light it on fire (hexes are immobile targets with a –4 Target Number modifier). A missed attack against some other target in the hex cannot ignite a fire in a hex.

Any successful attack or series of successful attacks against an applicable hex that deals a total of 4 heat or 4 inferno missiles in a single phase automatically sets the hex on fire at the end of the phase (any damage also dealt is irrelevant to this, but is still dealt to the hex if there is a need to track hex damage). If a weapon deals variable amounts of heat to different target types, use the value for BattleMechs unless a specific value versus terrain is given. Note that missile attacks against a hex to start a fire always achieve the maximum result on the Cluster Hits Table.

Multiple 'Mechs can try to light the same hex on fire in a single phase, adding all heat or missiles they deal to the target hex towards the required total for that hex at the end of the phase.

Hexes that are set on fire are treated as on fire as of the end of that phase.

Flammable Hexes: Only building, foliage, jungle, and woods hexes can be set on fire. Even then, application of the ice, mud, snow,

and swamp terrain modifications make a hex ineligible to be set aflame, with the exception of building hexes (no standard terrain modification prevents these from being set aflame).

If a mission is using the Rain condition, no hex can be set on fire unless the mission states otherwise.

Hidden Forces: If a force member is hidden in a hex (see *Hidden Forces*, p. 13), and that hex is set on fire, then the hidden force member is automatically revealed at the end of the phase.

EFFECTS OF FIRE

Fire applies heat to 'Mechs in the Movement Phase. A 'Mech gains 2 heat points for each burning hex that it moved through during the Movement Phase (jumping over a burning hex does not trigger this). If a 'Mech ends its move in a burning hex, it gains 5 heat points.

All fire hexes are also treated as light smoke hexes (see right).

ICE

If applied to a water hex, all water properties in that hex are removed for the purposes of ground movement. That is, 'Mechs move on the ice as if it was a ground hex without depth, rather than a water hex. An ice hex cannot be broken or melted through during the battle.

Ice has no depth or level by itself. In addition, any depth in an iced-over water hex still exists. Thus, 'Mechs with access to unfrozen water can still operate normally in the water of an iced-over water hex if they can reach such a hex under the ice from elsewhere.

Extreme Cold is not required when using ice.

PSR Modifier: +1. Due to the treacherous footing, any other PSR made in a hex with ice applies the +1 Target Number modifier for ice.

Assets: +1 MP modifier for wheeled vehicles, unless they have the Snow Special.

Prohibited: Ice cannot be used with Extreme Heat.

MUD

While it slows many other unit types, to a BattleMech, mud is not very impeding. It is however slippery, making directional shifts under speed a dangerous proposition for 'Mechs.

If a 'Mech is running, changes its facing in a mud hex, and has moved at least one hex that turn prior to this facing change, the 'Mech must immediately make a PSR with a –1 modifier after this facing change. Failure means that the 'Mech falls in that hex.

A fall resets the above process: the 'Mech no longer counts as having moved at least one hex this turn for the purposes of this rule if it manages to stand up and has MP left to continue its movement that turn.

Assets: +1 MP modifier for all ground Assets, unless they have the hover, jumping, or VTOL movement modes.

If an Asset has the jumping movement mode, it must pay +1 MP to leave any mud hex it is in, but otherwise ignores mud MP penalties.

Prohibited: Mud cannot be used with Extreme Cold.

SMOKE/FOG

Smoke and fog can stand in for a variety of sight-inhibiting particulates, and can be relabelled as desired for mission purposes: smoke and fog are merely the most common. While multiple effects of this type can occur separately in a single mission, they behave the same in mechanical terms. Smoke/fog is broken into two types: light and heavy.

Smoke or fog in a hex creates a Target Number modifier that behaves as a terrain modifier (see p. **XX**). However, vision can only be obscured so much. As such, unlike most TN modifiers, smoke/fog modifiers are only partially cumulative: they cannot raise a hex's terrain modifier past +2, even if woods is also present in that hex. For example, heavy smoke (+2 terrain TN modifier) deployed in light woods (+1) is a +2 terrain TN modifier, not +3.

Multiple sources of smoke / fog can stack together in the same hex, so long as the caveats above are followed. For example, light fog and light smoke in the same hex provides a +2 terrain TN in that hex, as would two separate instances of light smoke, but again, the limit remains a +2 TN modifier.

Smoke and fog are two levels high, based on the level of the underlying hex. The exception is with building hexes that are on fire: for these, the light smoke generated extends two levels above the building hex's roof.

Active Probes: A 'Mech with an active probe of any type ignores all Target Number modifiers imposed by smoke or fog that is within range of the probe, regardless of distance to the target, so long as the probe is not within the radius of active enemy ECM.

Alternatively, such a 'Mech can instead share its probe data and thus allow one other friendly 'Mech to ignore such smoke/fog terrain modifiers for a turn, as long as both 'Mechs have LOS to the target or targets, and to each other. The probe 'Mech declares this action during ranged attack declaration, and cannot attack or take any other action during that phase. There is no range limit to this data sharing, but in addition to the LOS requirements above, neither the probe 'Mech nor the 'Mech receiving the data can be within the radius of active enemy ECM.

Note that probes only ignore the TN modifiers provided by smoke or fog, not the LOS effects. As such, smoke and fog can both block LOS for a 'Mech with an active probe, just like with any other 'Mech.

Buildings: Light smoke generated by a building that is on fire rises two levels above the level of that building's roof. However, it provides no terrain modifier to 'Mechs or Assets inside the building.

Fire: A hex that is on fire automatically counts as generating light smoke in that hex. Smoke from fires ends as soon as an effect (such as a building collapse) ends the fire.

Smoke Duration: Smoke generated by an active fire exists until that fire is put out (only possible in the standard rules for building hexes, by destroying the building that is on fire). Smoke generated by non-fire effects (such as smoke missiles) is by default also permanent, to avoid the need to track the status of every individual smoke hex.

However, as an optional rule, if all players agree then all smoke not created by fires has a two-turn duration. Do not count the turn the smoke was created: only full turns count. The End Phase of the first turn after it was created marks the end of Turn 1, and the End Phase of the following turn marks the end of Turn 2; the smoke is removed from play in that phase. This can be easily tracked with two-sided smoke counters, with the initial side bearing a "2" and

being flipped to the reverse side after the End Phase of the first turn of duration, the reverse side bearing a "1".

LIGHT

Light smoke or light fog acts as light woods for the purpose of line of sight and ranged attack modifiers.

HEAVY

Heavy smoke or heavy fog acts as heavy woods for the purpose of line of sight and ranged attack modifiers.

SNOW

No light dusting, a snow hex is filled with enough deep powder to make human-sized movement through it nearly impossible and to provide a notable impediment to most forms of transportation. However, a 'Mech's long, powerful legs cope with ease, and the snow even benefits heat dissipation.

A 'Mech that ends its movement in a snow hex dissipates an additional 1 heat point that turn for each leg that it has (a destroyed leg does not receive this bonus). If the 'Mech is prone, snow instead dissipates an additional 4 heat points per turn.

It is not required to use Extreme Cold with Snow.

Avalanche: If a 'Mech falls in a snow hex and the 'Mech is adjacent to a hex of any type with a lower level, shifting snows cause the 'Mech to first be displaced into that lower hex.

If that lower hex is also a snow hex, and is also adjacent to another hex of any type at an even lower level, the 'Mech must immediately make another Piloting Skill Roll or be displaced down to that lower hex as well. Each PSR is made independently, but in an exception to the normal PSR rules, any modifiers that applied to the initial PSR that started the avalanche apply to every avalanche PSR made by that 'Mech in that particular chain of PSRs (i.e. do not add or remove PSR modifiers as that 'Mech tumbles down the slope into different hexes). If the 'Mech's initial fall was an automatic fall (i.e., no PSR was made by the falling 'Mech), each PSR in the chain applies only those PSR modifiers innate to the 'Mech (e.g., from damage or equipment).

If there are multiple eligible hexes that the 'Mech could be displaced into, one that has snow must be chosen. If there are still multiple eligible hexes, choose one at random. As always, if a 'Mech is displaced into a hex with another 'Mech already in it, a domino effect occurs (see p. **XX**). Repeat the above process as long as the conditions are applicable.

Only one fall is resolved. Calculate the number of levels fallen as normal for the fall that started the avalanche, and then add the appropriate number of levels to this for the avalanche, as if the 'Mech fell from the hex where the fall originally occurred into the final destination hex. The damage is only applied once the 'Mech has come to a halt in its final destination hex.

Assets: +1 MP modifier for wheeled and tracked vehicles (or mechanized and motorized infantry with those movement modes), unless they have the Snow Special.

Conventional infantry Assets cannot move in snow, other than the mechanized and motorized exceptions given above. However, if they have the Snow special, or can use the hover or VTOL movement modes, they ignore the presence of snow.

Prohibited: Snow cannot be used with Extreme Heat.

A 'Mech is displaced two levels down into a snow hex. This results in an automatic fall in that hex. As there are two adjacent hexes to the snow hex that have a lower level, the 'Mech immediately makes a Piloting Skill Roll. No modifiers applied to the initial fall into the snow hex because it was automatic, but the 'Mech has hardened armor (+1 PSR mod) and a damaged hip actuator (+1 PSR mod), and so applies a +2 PSR modifier to this new check. Failing, it then slides down the hill.

While there are two adjacent hexes with a lower level, only one has snow, and so the 'Mech must be displaced into the snow hex, because snow hexes always have priority. It tumbles down three levels into the snow hex (displacements allow level changes that are normally illegal). Since there is another lower-level hex adjacent to this new snow hex, the 'Mech makes another PSR, using the same modifiers. Failing again, it thus tumbles down one more level, into a clear hex. This hex does not have snow in it, and so the 'Mech comes to a rest there prone. The 'Mech would resolve fall damage once, in the final hex, calculating damage for a six-level fall.

SWAMP

This terrain modification represents oversaturated ground, and is intended for water, foliage, woods, or clear hexes. Using this terrain modification, one can create both traditional swamps (woods or foliage hex + swamp modification) as well as marshes, bogs, or fens (water or clear hex + swamp modification).

MP Modifier: A swamp hex adds +1 MP cost.

Prohibited: Cannot be used with Extreme Cold.

UNSTABLE

Unstable hexes are extremely slippery or otherwise constantly shifting areas that are highly difficult for 'Mechs to navigate.

MP Modifier: An unstable hex adds +1 MP cost.

PSR Modifier: +4. If a 'Mech falls in an unstable hex, after determining the damage based upon its weight, multiply the value by 2.

Special: A 'Mech that falls in an unstable hex is displaced into the adjacent hex with the lowest level compared to the hex the 'Mech started in. If there is more than one such hex, randomly determine which hex the 'Mech is displaced into. If the 'Mech is displaced into another unstable hex, it is not displaced further by this rule.